

# *Tribe News*

**04/810**

**Springend**

05/810 is due

Sunday February 04, 2018, 18.00 (Australian Time)

## GM Messages

## Fair Silver

Please show any net gain/loss of Silver as part of the transfer to or from Fair. When you show "starting" Silver this can change if, for example, there is a transfer in of Silver before I process the Fair.

## Transfers

Please note that BM Transfers are now limited to 6 items per Transfer.

## Making Life Easier for GM

1. When Hunting please do not show more implements than your Hunters can use. Eg 100 Hunters using 80 Traps, 20 Slings, 78 Spears, 45 Bows. Doing this means that I have to manually check when the implements run out after having assigned them on your behalf. Bottom line, if you have more implements available than your Hunters

can use just show the implements that Hunters can use. In this case 80 Traps (@ 5 per), 20 Slings, 74 Spears

2. Please show Scouts in red font when/if they the same as last turn (same as last time cuts Scout entry time by 80%).
3. Unless there is a particular reason (and there usually isn't) keep all Scout parties similar. Tis tedious when party 1 has one Warrior on foot, party 2 has 2 mounted on horse, party 3 has 2 on foot, party 4 has 3 mounted on Elephant etc.
4. Occasionally your scouts might pull up one s hex short of where you expected. This is often because they have passed into an area with different weather pattern. Sometimes it is the judgement of the player. And sometimes it is the vagaries of the process. It is just one of those things that happens - if it happens a second time (in succession) please let me know.
5. Unless there is an urgent need, and there usually isn't please keep minimalism in mind when doing Activities. Winter is a great time for cutting Staves and Shafts if you are Jungle/Deciduous. But rather than having 10 people cut 10 Shafts and another 10 cut 10 Staves in Month 10 and the same in Month 11 (4 entries for me) have 20 people cut 20 Shafts in Month 10 and 20 cut 20 Staves in Month 11 (2 entries for me). Similarly, take Leatherwork - rather than making Trews, Hoods and Jerkins every turn have everyone on Trews one month, Jerkins the next, Hoods the next.
6. When transferring goods show the good first and then the number. Eg Shovels 10 (not 10 Shovels). The module asks for the good first - and please don't mix this up. Shovels 10, 25 Mattocks, Slaves 5 is not a good look esp when I am in auto drive.
7. In Activities show your Elements before Fleets (the module works alphabetically). So 0250e1, 0250e2, 0250f1 is good. 0250e1, 0250f1, 0250e2 isn't.

## New Starts

New starts may not be attacked for 12 turns. They may attack a Clan already in the game for at least 12 turns however, if a new start attacks an "established" Clan the 12 month moratorium lapses.

## Elements

Free Element for new players.

New players are entitled to one Element (split from the main Tribe free of any Admin levels (that is, at Adm0). And also the Trade Element. So if you have a Trade Element, a free Element and 2 normal Elements your main Tribe is entitled to four Elements.

#### Email Address for Tribe Net Orders

[tribenetPBEM@gmail.com](mailto:tribenetPBEM@gmail.com)

#### Other correspondence:

[peter.rzechorzek@optusnet.com.au](mailto:peter.rzechorzek@optusnet.com.au)

#### Web

<http://tribenet.com.au/>

#### Facebook

<https://www.facebook.com/groups/TribeNet/>

<https://www.facebook.com/tribenet.pbem>

#### Mailing Address

On application

#### Reports

The usual time for Reports to be sent to players is Friday Australian time.

The earlier I receive Orders the better the chances of me meeting this deadline. So if you complete your Orders prior to the due date please send them in.

#### Orders/Email

Please include (**only**) your **Clan Number** as the Subject line and the **title of the Attached File** when sending Orders. For example, **0100**.

Preferred Format for Orders is **Times New Roman 11 or 12** using Excel (though Word6 and beyond is acceptable). It is my preference that Orders are not sent in the same email with questions/comments etc. Please send the latter in a separate email.

### Clan Ratings 04/810

225, 277, 208, 123, 204, 224, 363, 232, 361, 213,  
220, 514, 243, 255, 254, 274, 261, 469, 308, 491,  
445, 400, 437, 330, 461, 530, 401, 455, 506, 299,  
287, 493, 405, 302, 412, 282, 489, 409, 456, 497,  
421, 478, 442, 521, 500, 291, 432, 411, 519, 516,  
507, 526, 430, 474, 200, 085, 512, 528, 533, 535,  
518, 537, 536, 525, 524, 472

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225, 277, 204, 208, 123, 363, 224, 232, 213, 361,  
220, 274, 254, 514, 243, 261, 469, 255, 308, 491,  
461, 506, 400, 445, 330, 530, 437, 299, 401, 287,  
493, 282, 302, 405, 412, 455, 478, 489, 409, 497,  
421, 456, 442, 521, 291, 500, 411, 519, 432, 430,  
507, 474, 085, 512, 200, 528, 526, 516, 535, 525,  
534, 524, 472,

### Auctions 05/810

Lot #	Lot 1	Lot 2	Lot 3	Lot 4	Lot 5	Lot 6
Items	Warriors 20	Slaves 12	Steel 100	Iron 200	Spice 25	Opium 20
Currency	(Silver)	(Spice)	(Gold)	(Provs)	(Olives)	(Bark)



[Auction Results 04/810](#)

Lot #	Lot 1	Lot 2	Lot 3	Lot 4	Lot 5	Lot 6
Items	Actives 20	Slaves 13	Steel 100	Tea 500	Spice 50	Coffee 500
Currency	(Silver)	(Jade)	(Provs)	(Skins)	(Coffee)	(Gold)
						71
						42
						37
						20
				15000		18
	210000			11500		18
	135000		10000	1100		12
	121000	41	10000	712		11
	4700	25	2000	300	3000	4
	2000	10	1700	71	15	2

[Clan Ranks 03/810](#)

085	Private
123	Captain
204	Sergeant Major
208	Sergeant Major
213	Sergeant Major
218	Sergeant Major
220	Sergeant
224	First Lieutenant
225	Captain
232	First Sergeant
243	Corporal
254	Corporal
255	Corporal
261	Corporal
274	Corporal
277	First Lieutenant
282	Private First Class
287	Private
291	Private First Class

299	<b>Private First Class</b>
302	Private
308	<b>Sergeant</b>
330	Corporal
361	<b>Second Lieutenant</b>
363	<b>Sergeant Major</b>
400	Private
401	Private
405	Private
409	Private
411	Private
412	Private
421	<b>Private First Class</b>
430	Private
432	Private
437	Private
442	Private
445	Private
455	Private
456	Private
461	Private
469	Private
472	Private
478	Private
489	Private
491	Private
493	Private
497	Private
500	Private
506	Private
507	Private
512	<b>Conscript</b>
514	<b>Conscript</b>
516	<b>Conscript</b>
519	<b>Conscript</b>
521	<b>Conscript</b>
524	<b>Conscript</b>
525	<b>Conscript</b>
526	<b>Conscript</b>
528	<b>Conscript</b>
530	<b>Conscript</b>
533	<b>Conscript</b>

## Hall of Fame

	Clan	First	Last	Rank
Andy Nicol Lieutenant	0277	01 800	11 809	First
Chuck Berry Major	0204	01 800	11 809	Sergeant
Alan Luciak	0218	01 800	02 810	Sergeant Major
Rich Moore Sergeant	0363	01 800	08 807	
Ada Kerman	0230	10 800	01 809	Corporal

## Rules Supplement

### Transfer Codes

From	To	
Dump	to 0263e1	
General Usage	to 1263	(includes Shipbuilding, Engineering, Water usage, some Silver expenditure etc)
Fair (to and from)	7263	

### **And when receiving items.**

From Seeking	from 4263
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### **Player Messages**

## Research Proposals

